Toples

LA 99ers COMPUTER GROUP

Newsletter

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Los Angeles/San Fernando Valley Ca.

TERRIE'S CORNER

Teresa Masters President

WHITE HATS,
Craig Miller, 99/4A Users best friend. We who are in this geographical area are the envy of most of the 99/4A owners, to see and hear Craig in the flesh is an unfulfilled dream of many. The recent output under the Millers Graphics banner is to be congratulated. The consistent fine quality, and utilitarian value of these releases are superb. The fact that we are able to see them demonstrated by Craig is great for all of us. The few who think Advanced Diagnostics, Explorer, and the soon to be released Gram Kracker are too advanced for them, should reconsider. There are facets within these programs that are useful to all and instructive also. Don't close these doors because you believe you do not understand, give it a chance, try them, ask questions, participate, it works!

MYARC,
This hardare producer has quietly been filling the gap left by TI. Their fine quality products have made it possible for those who had not yet expanded their systems to do so. We have no reason to be concerned about RS232 cards being out of stock, Myarc has had one in the market which outperforms TI's. 32K? well not only can you get this from them, but you have the option for 128K or 512K also. Our Orphan has a good friend. Myarc has not only kept up with the cards we were familiar with, they have improved upon, and created new ones also. They have a couple of spectacular announcements coming shortly. Stay tuned for this news. We are also geographically lucky in this area, as Les Merryman who represents Myarc and is their West Coast distributor is very generous with his time and has made the 2 hour trip from his residence to our meetings several times to demonstrate the fine Myarc product line. Les' hard disk system has more miles on it than the Enterprise.

TRITON,
This company has shown that it is acting in the best interest of the 99/4A owner. The prices in the Catalog are surprisingly reasonable, the human voices answering the 800 free call telephones are extremely helpful, and the shipping is prompt. I have personally given this company a second look and give them my thanks and vote of approval.

GREY HAT, NAVARONE,
I had written them off a long time ago. I do not approve of biting the hand that feeds you, and for whatever motivating force, they had indeed done that. It appears at this time that Navarone is reaching out to the User Group community. Good, let us see with what honesty and sincerity, there are many fences to mend, and not only with us.

BLACK HATS, USERS,
I do indeed mean Users, users of you, me, the community in general. There is a segment of this community who only take, and by taking destroy. I have recently had several path crossings with this segment of lower life. I wonder how they sleep, face their children, shave. How can a person of this ilk look in the mirror, what do they see, ugh.
A couple of examples, Freeware, a wonderful system at minimal cost, exploited to the hilt. One Freeware programmer recorded 400 downloads of his program from BBS and received 10 times $5.00, where are the other 390? Another "user" who objected to my not "giving" him a freeware program bragged that he got it anyway, downloaded from Compuserve, but since that cost him $9.00 he considered it payment in full and would not compensate the programmer. I chose not to pass the program on as I knew going in, I was dealing with "takers". I want Freeware to survive and will do all I can to help it along. The rest is up to you the participant in this community, the more you give the more you will receive. The quality of programs in the Freeware system is in many cases far superior to some offerred for sale by commercial ventures. There is no reason to pay commercial over/prices for software that was in the Freeware system first. Tom Knight's TK Writer and Tom Freeman's X/Basic Forth loader were not cloned from commercial software as some have claimed. They were original and may have been cloned by others, for profit or otherwise.
The bottom line of this Black Hat is, if it fits wear it. If you are one of those who have meant to send along your honorarium to a programmer of Freeware, please do so now. We need them.
To those users who have recently taken to the networks to brag about their "breaking" protection of programs, perhaps it is time to know what the majority think of you and your destructive games. Try growing up and using your questionable talent in constructive way. Let's see if you are even capable of creating on your own. You leave much to be desired.

LINPUT PUZZLE by George F. Steffen

In TIPS FROM THE TIGERCUB #26 reproduced elsewhere in this issue, Jim Peterson has published a LINPUT PUZZLE/BUG by Barry Traver. The solution is not difficult if you use standard debugging techniques. However, I have a further question. How can you make the program stop when you wish it to? This is not a trick question; if you type the program as written, the program will continue when you type YES and hit enter. Still, if you know the secret, you can stop it by giving the YES answer.

```
100 REM ADDPRINT
110 DATA 0,95,159,253,200,1,
49,181,199,999,179,247,0,999
120 DATA 156,253,200,1,49,18
1,999,160,253,200,1,49,0,999
,255,255,999
130 REM BY GEORGE F. STEFFEN
, LA 99ER COMPUTER GROUP, P
O BOX 3547, GARDENA CA 90247
140 REM BASED ON AN IDEA BY
PAUL YORKE : 1200 STARFISH L
ANE : STUART, FL  23494
150 REM DISK SYSTEM REQUIRED
160 REM OP$ = "95 OPEN #1:"
IN TOKENIZED STORAGE
170 REM EN$ = ",OUTPUT" IN C
ONDENSED DISK CODE (TOKENS)
180 REM E$=END OF PROGRAM
190 REM P$="PRINT #1:"
200 CALL CLEAR
210 PRINT " THIS PROGRAM WIL
L CONVERT  ANY NON-MODULE DE
PENDENT    PROGRAM TO PRINT
TO A NAMED OUTPUT DEVICE."
220 PRINT :" IT DOES THIS BY
 ADDING AN  OPEN STATEMENT A
ND REWRITING"
230 PRINT " ALL PRINT STATEM
ENTS ADDING OUTPUT REQUIREME
NTS."
240 PRINT :" PROGRAM MUST HA
VE ONLY ONE STATEMENT PER LI
NE."
250 PRINT " THE ORIGINAL PRO
GRAM MUST  BE SAVED IN MERGE
 FORMAT."
260 PRINT :: INPUT "  PRESS
ENTER TO CONTINUE":T$
270 PRINT :" YOU MUST RESEQU
ENCE YOUR   PROGRAM BEFORE S
AVING IT IN MERGE FORMAT.":
:
280 GOSUB 530 :: OP$=T$
290 GOSUB 530 :: EN$=T$
300 GOSUB 530 :: P$=T$
310 GOSUB 530 :: C$=T$
320 GOSUB 530 :: E$=T$
330 PRINT :: INPUT "PROGRAM
TO BE CONVERTED?    ":IF$
340 PRINT :: INPUT "NAME OF
MODIFIED PROGRAM?   ":OF$
350 IF OF$=IF$ THEN PRINT "N
AMES MUST BE DIFFERENT!" ::
GO TO 330
360 PRINT :: LINPUT "NAME OF
 OUTPUT DEVICE?       ":OD$
370 PRINT :"A - ADD OUTPUT T
O DEVICE": :"C - CHANGE FROM
 SCREEN TO   OUTPUT DEVICE":
 :"SELECTION"
380 ACCEPT AT(23,12)SIZE(-1)
VALIDATE("AC")BEEP:T$ :: S=-
5*(T$="A")
390 OPEN #1:IF$,DISPLAY ,VAR
IABLE 163,INPUT
400 OPEN #2:OF$,DISPLAY ,VAR
IABLE 163,OUTPUT
410 PRINT #2:OP$&CHR$(LEN(OD
$))&OD$&EN$ :: P=1
420 IF EOF(1)THEN GOTO 460 E
LSE LINPUT #1:T$ :: IF T$=E$
 THEN GOTO 460
430 GOSUB 570 :: IF C=156 TH
EN L2=L2+S :: GOSUB 560 :: P
RINT #2:LN$&P$&SEG$(T$,4,160
)
440 IF C=139 OR C=152 THEN G
OSUB 560 :: GOSUB 510 :: L2=
L2+5 :: GOSUB 560 :: PRINT #
2:LN$&SEG$(T$,3,161)
450 GOTO 420
460 L2=L2+10 :: GOSUB 560 ::
 GOSUB 510
470 PRINT #2:E$ :: CLOSE #1
:: CLOSE #2
480 PRINT : :"TO GET YOUR PR
OGRAM YOU MUSTDO THE FOLLOWI
NG:": :"NEW": :"MERGE ";IF$:
 :"MERGE ";OF$
490 PRINT :"THE CHANGED PROG
RAM WILL    THEN BE IN MEMOR
Y AND YOU   SHOULD SAVE BEFO
RE RUNNING  IT."
500 STOP
510 IF P THEN PRINT #2:LN$&C
$ :: P=0
520 RETURN
530 T$="" ! CLEAR STRING
540 READ C :: IF C<256 THEN
T$=T$&CHR$(C):: GOTO 540
550 RETURN
560 LN$=CHR$(L1-(L2>255))&CH
R$(L2+256*(L2>255)):: RETURN
570 L1=ASC(T$):: L2=ASC(SEG$
(T$,2,1)):: C=ASC(SEG$(T$,3,
1)):: RETURN
```

TIPS FROM THE TIGERCUB

#26

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156 Collingwood Ave.
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The entire contents of Tips from the Tigercub Nos. 1 through 14, with more added, are available as a full disk of 5Ø programs, routines and files for just $15.ØØ postpaid.

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Tips from the Tigercub VOLUME 2 The entire contents of Tips Nos. 15 through 24, with 64 routines and files, also $15.ØØ postpaid.

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New Catalog #6, for $1 which is deductable from your first order. Describes 14Ø original programs for only $3 each (plus $1.5Ø per order for casette or disk, package and postage).

If you have my previous catalog, the following are now available in Extended Basic versions - Fast Addition Practice, Submarine Hunt, Rithmatik, Wawaland (also now available in Basic with Speech), Long Division Cryptograms, Miss Spell, Scrambulation, Bargraffer, Squinch, Dry Gulch, Name That Tune, Scrum, Midnight Trail, Nimbo, Kindertimes, Optical Illusion, Bazoo, Synonymy, Speeder Reader, Changeroo, Glunk, Fraction Math, Three Buckets Puzzle, Roman Numbers, Match A Patch, Kinderminus, I E Spelling, Casting Out Nines, Haunted Graveyard, Spalling Teecher, Homonymy, Antonymy, Old -Timer Puzzle, Ten Thousand Sights, Mechanical Aptitude Test, Junior Speeder Reader, and Bars and Balls.

Due to reduced prices for disks and mailers, the PPM charge is now $1.5Ø for either disk or casette - BUT PLEASE BE SURE TO SPECIFY WHICH!

And my best seller - NUTS & BOLTS, a full disk of 1ØØ (yes, I said 1ØØ) utility subprograms in MERGE format, ready for you to merge into your own programs. 13 type fonts, 14 text display routines, 9 wipes, 8 pauses, 3 programming aids, 9 data saving and reading routines, 5 graphics routines, 4 time and date, 6 music, 12 sorts and shuffles, 2 printer aids, 4 key and joystick, 4 math, 2 protection and 7 miscellaneous, plus a tutorial on subprograms. With documentation, example of using each subprogram. All for only $19.95 postpaid.

Now for the old business -

I was mortified to find an error in the Unprintable Unkeyable Program in Tips #22. The last line should end with ELSE 18Ø, not ELSE 13Ø. In the Grocery Shopping program in Tips #21, your wife will never get to the zucchini unless you delete line 14Ø and change line 2ØØ to -

```
2ØØ IF EOF(1)<>1 THEN 13Ø
```

Sorry about that. And the update to the Menu Loader in Tips #22 will not list all listable files, just D/V8Ø files. I now have a version to really list all listable files, I think, plus show protection, dump the catalog to the printer, rescan, etc., but am not sure all the bugs are out so will publish it next month.

Folks have been asking why their orders for TI-WRITER COMPANION, mentioned in Tips #22, were being returned unopened, so I called Bill Browning. He said he found he was going broke selling it for $2.5Ø, but he is now prepared to supply it for $6.5Ø. Still a bargain, in my opinion.

Barry Ensley warns that when FCTN V is used for a blank in a filename, as mentioned in Tips #25, it is not recognized by the Disk Manager.

In Tips #21, I said that the special characters available on the Gemini printer could not be accessed from TI-Writer. I have since learned that Star Micronics hid a valuable feature of their printer in a paragraph of gobbledegook computerese in the manual. See "Other Function Codes", ESC ">", ESC "=" and ESC "#". In plain English, you can access these codes by CTRL U, FCTN R, CTRL U, SHIFT >, then type the character with an ASCII 128 less than the character you want. In other words, if you want CHR$(16Ø), hit the space bar (ASCII 32), etc. To get back to the normal character mode, use CTRL U, FCTN R, CTRL U, SHIFT #. Many thanks to David Aragon (San Antonio Area 99ers newsletter, Aug. 1985), who described how to do the same by transliteration.

In Tips #25, I said that a program which had been converted to I/V 254 format by adding REM lines could be converted back to program format by deleting the REM lines and reSAVing. Well, it usually can - but not always!

I have been receiving inquiries as to whether my programs published in the Tips are public domain programs which can be placed in user group libraries and on BBS's. Well, the copyright notice on this newsletter is really only intended to keep anyone from reprinting it for personal profit. I have always thought that programs published for the purpose of being keyed in should be OK to copy, and I don't intend to claim that "you must own the magazine"! However, a peculiar situation has developed. The short programs which I wrote to give away to promote my other programs, have become the bread and butter of my business! If it was not for the sales of the Tips disk and the Nuts & Bolts disk, I would long ago have gone out of business. So, I would appreciate it if you would exercise some restraint in putting my Tips programs in your libraries or in downloadable form on your BBS.

And I do consider my two Tips disks, as complete collections of programs, to be copyrighted material which should not be placed in libraries for copying.

In the Automatic Mouse Maze in Tips #23, you can improve the maze by adding these lines -

```
475 IF (C>2Ø)*(X<1Ø)THEN 5ØØ
515 X=X+1
555 X=X+1
595 X=X+1
1325 X=Ø
```

And the last word - I think - on the challenge to quickly scramble the numbers 1 to 255. Ian Swales sent me, from Belgium, two

routines which beat everyone else - and then sent me two more which beat his first ones! His PEEK version -

```
100 DIM A(255),C(255):: FOR K=255 TO 1 STEP -1 :: RANDOMIZE :: CALL PEEK(-31808,B):: J=INT(B*K/256+1):: C(K)=MAX(J,A(J)):: A(J)=MAX(K,A(K)):: NEXT K
```

And see if you can unravel the logic of this truly elegant bit of code!

```
100 DIM A(255):: RANDOMIZE :: FOR K=255 TO 1 STEP -1 :: J=INT(RND*K+1):: T=MAX(J,A(J)):: A(J)=MAX(K,A(K)):: A(K)=T :: NEXT K
```

So, on to new business -

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The TI-99/4A TRAVelER
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Philadelphia PA 19128
phone (215) 483-1379

To give you an idea of Barry Traver's knowledge of our computer, try this one. I've figured out the why, but I'll have to ask Barry to explain the why of the why!

```
100 ! LINPUT PUZZLE/BUG by
      B.A. Traver
110 ! QUESTIONS? Send SASE
      to Barry Traver
120 ! 552 Seville St.
      Phila. PA 19128
130 CALL CLEAR :: PRINT "LINPUT PUZZLE/BUG":"BY BARRY TRAVER"
140 PRINT "Can you figure out why your computer will not obey?"
150 PRINT "Why won't it stop when you tell it to?": : :
160 LINPUT "Want me to stop? (YES/NO)":W$
170 IF W$="YES" THEN STOP ELSE 160
180 END
```

It seems that many of you still haven't heard of Super 99 Monthly, published monthly (and on time!) by Bytemaster Computer Services, 171 Mustang Street, Sulphur, LA 70663, for $12 per year. The May issue contained a Word Processor Dump, to dump a graphics/text screen into a D/V80 file which can be printed out of the TI-Writer Formatter - that program alone is worth the annual subscription price!

I've said it before, there is more than one way to skin that poor cat. This is my routine to alternate between the #1 and #2 joysticks.

```
Z=Z+1+(Z=2)*2 :: CALL (JOYST(Z,X,Y)
```

Compact, isn't it? Now, the Reading-Berks 99ers publish a newsletter called "A Byte of Info", which is hardly more than a byte long, but the August byte was a mouthful! Check this -

```
100 Z=2
110 Z=1/Z*2 :: CALL JOYST(Z,X,Y)
```

And this! Elegant!

```
Z=Z=0 :: CALL JOYST(Z+2,X,Y)
```

Here is another of those programs that write a program. This one will read a screen of graphics and/or text and convert it into a RUNable program of DISPLAY AT statements which will recreate the screen.

First, we need a file of the hex codes of all the normal characters, to check against to see if any have been redefined. Rather than key in all 95 of the 16-digit codes, let's write a program to write a program of them -

```
110 OPEN #1:"DSK1.HEXCODES", VARIABLE 163 :: LN=30000 :: FOR D=32 TO 124 STEP 8 :: FOR CH=D TO D+7 :: CALL CHARPAT(CH,CH$)
120 D$=D$&CHR$(179)&CHR$(200)&CHR$(16)&CH$ :: NEXT CH
130 PRINT #1:CHR$(INT(LN/256))&CHR$(LN-256*INT(LN/256))&CHR$(147)&SEG$(D$,2,LEN(D$))&CHR$(0):: LN=LN+1 :: D$="" :: NEXT D
140 PRINT #1:CHR$(255)&CHR$(255):: CLOSE #1 :: END
```

RUN that to create a MERGE format program of DATA statements. Now, key in the GRAFWRITER program -

```
31000 SUB GRAFWRITER
31001 OPEN #1:"DSK1.PG",OUTPUT,DISPLAY ,VARIABLE 163
31002 RESTORE 30000 :: L=30000 :: GOSUB 31018
31003 FOR CH=32 TO 127 :: CALL CHARPAT(CH,CH$):: READ A$ :: IF CH$=A$ THEN 31004 ELSE GOSUB 31019 :: GOSUB 31018
31004 NEXT CH
31005 FOR CH=128 TO 143 :: CALL CHARPAT(CH,CH$):: IF CH$=RPT$("0",16)THEN 31006 ELSE GOSUB 31019 :: GOSUB 31018
31006 NEXT CH
31007 PRINT #1:L$&CHR$(157)&CHR$(200)&CHR$(5)&"CLEAR"&CHR$(0):: GOSUB 31018
31008 FOR R=1 TO 24
31009 M$=L$&CHR$(162)&CHR$(240)&CHR$(183)&CHR$(200)&CHR$(LEN(STR$(R)))&STR$(R)&CHR$(179)
31010 FOR C=3 TO 30 :: CALL GCHAR(R,C,G):: CALL HCHAR(R,C,42):: IF F=0 AND G=32 THEN 31013
31011 F=1 :: IF FF=1 THEN 31012 ELSE CC=C-2 :: FF=1
31012 A$=A$&CHR$(G)
31013 NEXT C :: IF CC=0 THEN CC=1 :: A$=" "
31014 PRINT #1:M$&CHR$(200)&CHR$(LEN(STR$(CC)))&STR$(CC)&CHR$(182)&CHR$(181)&CHR$(199)&CHR$(LEN(A$))&A$&CHR$(0)
31015 L=L+10 :: F,FF,CC=0 :: M$,A$="" :: GOSUB 31018 :: NEXT R
31016 PRINT #1:L$&CHR$(134)&CHR$(201)&L$&CHR$(0):: GOSUB 31018
31017 PRINT #1:CHR$(255)&CHR$(255):: CLOSE #1 :: SUBEXIT
31018 L1=INT(L/256):: L2=L-256*L1 :: L$=CHR$(L1)&CHR$(L2):: L=L+10 :: RETURN
31019 PRINT #1:L$&CHR$(157)&CHR$(200)&CHR$(4)&"CHAR"&CHR$(183)&CHR$(200)&CHR$(LEN(STR$(CH)))&STR$(CH)&CHR$(179)&CHR$(199)&CHR$(16)&CH$&CHR$(182)&CHR$(0):: RETURN
31020 SUBEND
```

Next, Enter MERGE DSK1.HEXCODES to merge in those DATA statements. Then save the program by SAVE DSK1.GRAFWRITER,MERGE

Now, load any program which has a screen you would like to copy. Run the program to the point where the screen display is ready, then break it with FCTN 4. Put in a temporary line going to itself, such as 1001 GOTO 1001, and run the program again to be sure you found the right place. Then replace that temporary line with CALL GRAFWRITER :: STOP

Put in the disk containing the Grafwriter program and enter MERGE DSK1.GRAFWRITER. Then RUN the program. When it stops, type NEW, then MERGE DSK1.PG and then RUN!

Now for a Tigercub challenge that I can't answer! Can one of you assembly programmers tell me how to PEEK out of Extended Basic for screen color and character set colors, so I can reproduce them in that program?

And, thanks to Jerry Glaze in the Southern Nevada UG newsletter, by way of the Tidewater newsletter - you don't need SIZE with DISPLAY AT - just a semicolon!

```
100 DISPLAY AT(12,1):RPT$("*",28):: DISPLAY AT(12,1):"SEE?";
```

MEMORY FULL! - Jim Peterson

MILLER'S GRAM KRACKER by George F. Steffen

At the meeting of the Los Angeles 99er User Group on August 28, 1985, Craig Miller gave a demonstration of his latest product, the GRAM KRACKER. His demonstration was from a prototype breadboard, but he said that all software problems have been solved.

The GRAM KRACKER is an oversized module which will fit in the Command Module slot. It has a slot for a normal module, four switches to set operating conditions, and contains 16K of RAM and 40K of simulated GRAM in five 8k sectors. The RAM (including GRAM) may be expanded TO 80K.

A module may be placed in the slot on the GRAM KRACKER and then saved to disk. It may be recalled from disk to the RAM. More than one module may be placed in RAM at one time, depending on RAM and GRAM availability. They may then be run just as if the original module were in the slot. Since this is RAM and not ROM changes may be made to anything except the TI 99/4 operating system. Craig showed one error message which said "DUMB ERROR."

In addition to the substitution for modules, the GRAM KRACKER can also replace the GROM within the console. One of the switches controls this, selecting either internal or GRAM KRACKER for the first three GROM chips.

Since the GRAM emulator chips are each 8K, program changes can result in more code, you do not need to take something out for everything added. Of course, the programs may be expended to fill all available RAM/GRAM.

The GRAM KRACKER will contain programs to save your modules to disk and retrieve them. It has a battery backup though, so you do not need to reload programs unless you wish to change them. Another switch in the device is a write protect switch so that the RAM will emulate ROM and GROM.

Craig stated that the price has not yet been finalized, but it is expected to be between $150 and $200. He will not mass produce the item, but will have them manufactured as orders come in. He expects that it will be available about November 15th. Also, Craig expects to have available some material on Graphic Programming Language (GPL) which is contained in GROM. An assembler and disassembler are being written for GPL.

ADDING HARD COPY TO PROGRAMS by George F. Steffen

At our last meeting, I was asked several questions about converting programs which had output only to the screen so that they would output to a printer. I also had just done such a conversion for the group library. The next day, I received a copy of the newsletter of the Wichita (Kansas) 99er's Users Group. This newsletter contained a program by Paul Yorke of Florida (no credit for original publisher given) which converted a program to use SPEECH on the TE II. I saw that this program could provide the solution to the problems of this conversion.

My first thought was just to change SPEECH to RS232, but some people would need to use PIO or different baud rates, so I decided to allow input of the desired output device. Also, I eliminated restrictions on names for the original and new programs. I added provisions for either adding the new output device to screen display or using the output device instead of screen display.

You should use the RESEQUENCE or RES command on your program before running this program because some lines must be inserted between lines of the original program. The inserted lines are numbered 5 higher than the line from which they are derived. Therefore, resequencing is not necessary if the gap between lines is always more than 5.

If your copy of the original program is exactly the same as the copy saved with the MERGE command, you may then speed up the final recovery of the program by using "OLD and old program name", then "MERGE and new file name".

This program will add "#1:" to any PRINT statements in the source program. Therfore, do no use it on a program which already has opened a file for output and contains PRINT # statements.

This program is available in the club library as Nr 263, ADDPRINT.

SAN FERNANDO VALLEY TI99 COMPUTER USERS GROUP

CLUB NEWS

The SFV 99ers normally meet the second Tuesday of the month, 7:30 PM, in the first floor Doctor's Conference Room, Sherman Oaks Community Hospital, 4929 Van Nuys Blvd., Sherman Oaks

Mail Address: PO Box 1844, Canyon Country Ca. 91351

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WHAT YOU MAY HAVE MISSED at the August meeting of the SFV 99ers were demonstrations of: MULTIPLAN by Alice Cassidy; some new Ray Kazmer programs (including a real winner called CHARPAT) by Ray himself; the KGBB bulletin board (818 507-6219) by the SYSOP Ken Gilliand. Bobbie May won the raffle of a tape of Ray Kasmer programs. To end the evening, Bernard Falkin showed video tapes of part of his trip to England where he visited with 99ers Clive Scally and Stephen Shaw. The 99 is called the 'Texas' there.

WHAT YOU MAY MISS at future meetings (if you don't come) are demos of: more MULTIPLAN; EXPLORER by Craig Miller; new Library programs.

WANTED!!! Library helpers, a Program Chairman and an Assistant Treasurer for the SFV 99ers. You only get from any Club what you put into it, so if you want to make some rewarding effort for the SFV 99ers, contact Jim Berry.

****

When was the last time you sent your dollar to a 'Freeware' programmer? The continuous flow of quality low cost programs for the TI 99 depends on the support of all 99ers for the producers of Freeware.

****

SPRITE ONE LINER

by Barron Bartlett

Want to frustrate and amaze your Atari, VIC-20, Color Computer friends. Just type in the following in the command mode with Extended Basic.

```
CALL CLEAR :: CALL SCREEN(5) :: CALL MAGNIFY(2) :: FOR I=1 TO 28 ::
CALL SPRITE(#I,64+I,16,80,80,3*I,8) :: NEXT I :: FOR J=1 TO 5000 ::
NEXT J
```

Hit ENTER and watch all 28 sprites do their tricks. If you want to see it again, simply hit function REDO then ENTER again as many times as you wish.

******* I WISH I HAD: *******

W/9. a method to print screens from Household Budget Management command module. (Jack Littman, SFV 99ers)

W/10. help on a project involving computerizing a catalog of all the articles and programs in past 99er Home Computer and similar magazines. (Kent Sheets, 1673 S. North Curtice Rd., Curtice, Ohio 43412) [See IWIH in TopIcs of July '85 and respond directly]

W/16. a way to print from the Music Maker cartridge to my Epson printer.(Penelope Rose, LA 99ers)

W/19. a program to print name and address lists that look like the SFV 99ers membership list. (Lenore Jensen, SFV 99ers)

W/20. information on the data base of the TI TUNNELS OF DOOM module and a way to access it so I can write a new 'story' for it. (Stephen Shaw, 10 Alstone Rd., Stockport, Cheshire SK4 5AH, England [respond directly or to Ray Kazmer, SFV 99ers])

W/21. an XB program to transform a TI DSK file, in D/V 80 format, into a TI Pascal .TEXT format. This would allow sending and receiving Pascal programs by modem. (Dan Norling, LA 99ers)

W/22. a portable detachable keyboard for the TI 99. (V. Coutin, SFV 99ers)

W/23. a colorful Bar Graph program that includes a SAVE routine so that the graph can be saved as a file and recalled. (Roger Crampton, Wiregrass 99 Users Group, Enterprise, Alabama 36330)

If you can suggest a source, give a solution, supply it, comment on any of the above or if you have a 'WISH', contact or send to Ken Johnson; 23424 Happy Valley Dr.; Newhall, Ca. 91321. (SFV 99ers). If a WISHer receives information directly or from their own efforts reach FULFILLMENT of their WISH, please contact me so I may pass it on.

---COMMENTS AND FULFILLMENTS---

C/19. For Lenore Jensen's W/19, Gerhard Finke (SFV 99ers) sent this:

A mail list program NAME-IT, published by Extended Software Co., 11987 Cedarcreek Drive, Cincinnati, OH 45240 offers 7 different print formats, one of which duplicates the format of the SFV 99ers membership list. Additionally the program offers two non-established print types for customizing labels and runs in Extended Basis on 16k with tape or disk storage. Capacity on disk is 250 records, 9 fields of 28 char. each. The lists produced are mergeable with TI-Writer.

I use this software for more than 18 months now for mailing lists, mailing labels, subsequently printed phone directories and X-mas lists as well as data management of home inventory etc and am quite satisfied. There is only one drawback: The documentation is printed in very small lettering that enlarging at a copy store was essential.

I WISH I HAD:

(CONTINUED-2)

C/20. On W/20, could Craig Miller's EXPLORER program help? (K. J.)

F/21. Dan Norling tells us his W/21 was fulfilled by a program called DV80PAS.CAL which he downloaded from the TI FORUM of Compuserve. He downloaded it as a DV80 file with XMODEM, then hand entered it in Pascal Editor and compiled it. He then used Pascal OS Editor. You may also create with TI WRITER, modem transmit, etc.

C/22. The first issue (Vol. 1 No. 1) of the 99'er (Home Computer) magazine had an article on how to connect a different keyboard to the TI99/4 (it had 'chiclet' keys and no lower case). The 99/4A is not exactly the same but the article could be a start and give some ideas. (K. J.)

****

POST CARD MAKER by Jim Gates, SFV 99ers. The following prints post cards on Gemini 10X for advertising, meeting notices, etc. like below. Substitute your own copy between the quotes. For repetitive copies on 'roll' cards, put number of copies desired in 20 FOR NPC=1 TO XXX.

```
10 OPEN #1:"PIO"
20 FOR NPC=1 TO 1
30 PRINT #1:CHR$(27);CHR$(64);CHR$(27);CHR$(87);CHR$(1);TAB(8);"SUMM
ER CLEARANCE
 SALE";
40 PRINT #1:TAB(8);"CONTINUES";CHR$(20);:
41 PRINT #1:CHR$(15);CHR$(14)
50 PRINT #1:
60 PRINT #1:TAB(5);"ALL SUMMER BABY, MATERNITY & NURSING"
70 PRINT #1:TAB(5);"CLOTHES CONTINUE TO BE ON SALE"
71 PRINT #1:
80 PRINT #1:TAB(5);"In Addition,$5.00 OFF all SASSON and"
90 PRINT #1:TAB(5);"JEANNETTE Maternity JEANS with this card"
100 PRINT #1:
110 PRINT #1:"22932 1/2 LYONS AVE.     27255 CAMP PLENTY RD."
120 PRINT #1:"NEWHALL                  CANYON COUNTRY"
130 PRINT #1:"254-0188                  252-3001"
131 PRINT #1:"OAKS PLAZA               (Near Don Cuco's)"
140 PRINT #1:CHR$(27);CHR$(97);CHR$(5)
150 NEXT NPC
160 CLOSE #1
```

SUMMER CLEARANCE SALE CONTINUES

ALL SUMMER BABY, MATERNITY & NURSING CLOTHES CONTINUE TO BE ON SALE

In Addition,$5.00 OFF all SASSON and JEANNETTE Maternity JEANS with this card

22932 1/2 LYONS AVE.
NEWHALL
254-0188
OAKS PLAZA

27255 CAMP PLENTY RD.
CANYON COUNTRY
252-3001
(Near Don Cuco's)

REM's
on Computer Virus

by K. Johnson, SFV 99ers

For those computerphiles always interested in the very estoteric and strange, there is a bizarre game (?) call CORE WARS going around (which I hope you don't become unintentionally 'infected' with).

First, let me tell you a story about how the U. S. reluctantly sold a super-computer to Russia. It was to be used only for an international weather data gathering and forecasting system. Knowing full well that the Ruskies would use it for military purposes in spite of any agreements, the U. S. buried a subroutine inside the computer. This subroutine was designed to be triggered by a specific weather report from a particular weather station location. When it started to run, it would erase the memory of not only the host computer, but also all other computers networked to it. What a weapon in case of war!

This is the general plot of a French book called Softwar: La Guerre Douce by Messrs. Breton and Beneich (soon to be in English). It is an example of a computer 'virus'. These viruses have been the subject of several articles in A. K. Dewdney's "Computer Recreation" column of the May '84, March '85 and June '85 issues of Scientific American magazine. Another example is a program called APPLE WORM (an Apple virus). There are also 'treatments' available like DOS DOCTOR which can can detect the virus and 'kill' it.

CORE WARS has advanced to the point of having a network and a national Director who is Mark Clarksen, 8619 Wassall St., Wichita, Kan. 67210. Guidelines for playing the game are available for $2 from Scientific American, 415 Madison Avenue, N. Y., N. Y. 10017.

Virus variations include "benign" strains which may already be in in your computer or software. They are designed to copy themselves into programs or data files which are linked to the infected program. The whole purpose of this kind of virus is just to spread itself into as many programs or files as possible. It is said that most of the computers at Stanford University are infected with benign viruses.

Somewhat more 'malignant' forms are not content with just being there, but they grow, using up more and more of the available memory space. These tend to be variations on the game ANIMAL (where the computer says "Think of an animal" and learns from the information you put in). They check to see if 'their kind' is present; if not, it is copied into memory. If that kind of 'virus' has already 'infected' the memory, then it updates it with the latest version. Scary, isn't it?

Forms of 'suicidal' viruses can be found in some copyrighted programs and provide for self destruction of the program if unauthorized copying is attempted.

So if you play the game, good luck on keeping your computer memory healthy and free of viral infections.*30/16*

FORTH ! ! BREAKTHROUGH ! !

```
SCR# 1
( TESTED SOUND ROUTINES 2/14/85 TCJ)   BASE->R    : SOUNDS ;
 HEX 1400 VARIABLE S-START   1400 VARIABLE L-DUR
     1401 VARIABLE S-END
: VDP-WRITE ( ...bytes to write, # of bytes)
    0 DO S-END  VSBW 1 S-END +! LOOP ;
: VOICE 1- 20 * 80 OR ;  DECIMAL
: FREQ-CODE ( gen freq -- )
    111861. ROT M/ SWAP DROP DUP 4 SRA ROT VOICE ROT 15 AND OR
    2 VDP-WRITE ;
: VOL-CODE ( gen vol -- )
    1 SRA SWAP VOICE 16 + OR 1 VDP-WRITE ;
: NOISE-CODE ( noisetype -- )
    7 AND 224 OR 1 VDP-WRITE ;
: DUR-CODE ( millisec -- 60ths)   4 SRA 1 VDP-WRITE ;
-->
```

```
SCR# 2
( SOUND ROUTINES cont'd )
: UPDATE-POINTERS ( -- )
   S-END  L-DUR  - DUP 1-  L-DUR  VSBW 1+ L-DUR +! ;
: SOUNDBUILD ( gen freq vol --)
   ROT DUP ROT VOL-CODE SWAP FREQ-CODE ;
: NOISEBUILD ( type vol --)
   4 DUP ROT VOL-CODE SWAP NOISE-CODE ;
: DURATION ( millisec -- )
   UPDATE-POINTERS DUR-CODE S-END 1 +! ;
      HEX
: REPLAY ( replay sound list in vdp ram)
      S-START  83CC !   83FD C 1 OR 83FD C!    1 83CE C! ;
: PLAY 00 FF DF BF 9F 04   6 VDP-WRITE
      1401 S-END !  1400 L-DUR ! REPLAY ;
   R->BASE
```

```
SCR# 3
 ( NOTES FOR SOUND [example] )
   1 1047 0 SOUNDBUILD 125 DURATION
   1 1175 0 SOUNDBUILD 125 DURATION
   1 1319 0 SOUNDBUILD 125 DURATION
   1 1568 0 SOUNDBUILD 125 DURATION
   1 30000 0 SOUNDBUILD 125 DURATION
   1 1319 0 SOUNDBUILD 175 DURATION
   1 1568 0 SOUNDBUILD 600 DURATION
  PLAY ;S
```

CHIP'S SOUND ROUTINES

The screens on the right show how you can use sound statements similar to those of TI-Basic with TI-Forth. To use sound with the TI99/4A, you must first build a sound list in VDP ram. The words SOUNDBUILD and NOISEBUILD will help you do this. The format for SOUNDBUILD is:

generator# frequency volume SOUNDBUILD

Note that you must specify tone generators 1, 2, or 3 for SOUNDBUILD. The frequency is in hertz and must be a number between 110 and 32767. The volume is a number between 0 and 30, 0 being the loudest, an d 30 being the softest(silence). The format for NOISEBUILD is:

noise-type volume NOISEBUILD

The noise type is a number from 0 to 7. If noise #7 is specified, the noise shift rate depends on the frequency you specify for sound generator #3.

After defining a SOUNDBUILD or NOISEBUILD, you must also give a DURATION. The format for DURATION is ;

duration (in milliseconds) DURATION

Duration can be anywhere from 0 to 4250 milliseconds. (Actually, the specification isn't exact - if you specify 4950 the sound will play for 4.25 seconds.) After you have finished creating a sound list with a series of SOUNDBUILDs, NOISEBUILDs, and DURATIONs, you can play them by executing the word PLAY. If you want to hear it again, use the word REPLAY.

Here is an example: After loading the screens which contain the sound routines (i.e. scr#1 and scr# 2) type in the following: 1 330 0 SOUNDBUILD 2 440 5 SOUNDBUILD <cr> 3000 DURATION <cr> PLAY <cr>, and then if you wish to hear it again type REPLAY <cr>.

The third screen of the sound routines illustrates the use of SOUNDBUILD and DURATION. (Boot it and see if you can recognize the tune).

I hope you enjoy using these routines. If you have any questions, I'd be glad to answer them. My CompuServe user ID# is 74206,3252 and my name is Chip Jarvis. I can also be reached c/o San Diego TI-SIG.

EDITOR'S COMMENT

Congratulations, Chip, on breaking the SOUND BARRIER. And thanks for sharing.

Sorry "CHIP", I can't remember which newsletter I got this from?

THE FORTH PAGE

```
SCR #41
  0   ( DEMO FROM 99ER ASSOCIATION NEWSLETTER VOL 1 #12 12/84
  1     IF THE OPTIONS LISTED ON LINE 8 AREN'T ON THE DISK
  2     YOU HAVE THIS SCREEN, LOAD THEM FROM THE SYSTEM DISK
  3     BEFORE LOADING THIS SCREEN AND DELETE LINE 8.
  4                     MODIFIED BY:
  5       RICHARD J. BAILEY, 68A CHURCH ST., GONIC, N.H. 03867
  6                   NH 99ERS USER GROUP                    )
  7
  8     -GRAPH -SYNONYMS -TEXT -GRAPH2
  9 : TRND DECIMAL 255 RND 191 RND 255 RND 191 RND ;
 10 : SCRN DRAW GRAPHICS2 14 RND SCREEN ;
 11 : TLINE 30 0 DO TRND LINE LOOP 12 SCREEN ;
 12 : MYLINE 6 0 DO SCRN TLINE LOOP ;
 13   MYLINE TEXT
 14 ." THAT'S ALL FOLKS                                  "
 15   FORGET MYLINE
```

Jim Jagielski has found an error in his FORTH SYSTEM disk. To verify that you have the same error in yours, LIST SCREEN 58 (decimal). If line zero contains the date 20OCT83 then you have the SYSTEM DISK with the ERROR.

The error lies in line 10. The line presently reads:

```
VDPMDE @ 4 ( IF SMTN 80 0 VFILL 300 ! SATR ! ENDIF
```

The FIRST exclamation point (pronounced STORE) in the line should be replaced with an ' (pronounced TICK). After making the correction the line should read:

```
VDPMDE @ 4 ( IF SMTN 80 0 VFILL 300 ' SATR ! ENDIF
```

Without this correction one would probably have a difficult time placing SPRITES in AUTOMATION.

TI FORTH DeBugs found

```
.... Jeff Stanford
Scr # 22  Line 5   BASE->R HEX ( 3800 ' SATR ! )
Scr # 23  Line 2   ; CINIT 3800 DUP ' SPDTAB ! 800 / 6 VWTR 3800 ' SATR !
Scr # 28  Line 1   ; EDT VDPMDE @ 5 = 0= IF SPLIT ENDIF CINIT !CUR R/C CGOTOXY
          Line 11  OF OF 5 0 SPRPAT CLS SCRNO DROP 300 ' SATR ! QUIT ENDOF

.... Tom Freeman
Scr # 53 , # 54 , # 55  Line 1     VDPSET2 --> SETVDP2
Scr # 58   Switch Lines 9 & 10
  Change  Line 9   VDPMDE 4 ( IF SMTN 80 0 VFILL 300 ' SATR ! ENDIF
Scr # 59  Line 9   Between  )R  and  SP  put    8 SLA SWAP 00FE AND OR

.... Everybody & his brother
Scr # 72  Line 5   PAB_ADDR  --> PAB-ADDR

.... Jim Vincent
Manual   Chapter 6   Page 10   Line 1     HEX 3800 ' SATR !
         Chapter 10  Page 3    Line 20    : DOWN -100 ALLOT DROP ;
```

Thanks to the

Home Computer User's Spotlight

"HOCUS"

TI-LOGO

Here I am back again after a short hiatus to complete my latest course in Logo, "Logo in Education," at Beaver College in Glenside, PA. The instructor was Judi Harris, a wonderful proponent for the Logo language and the proper use of computers in education. Many of my ideas come from her and from the readings she suggests.

I not only missed the May deadline for articles, I didn't even have time to write one! The end of April found me in the throes of constructing a mini-microworld as well as reading several books about modern education and the use of computers with children. I'll list them at the end of the article if I can.

First of all, for anyone interested, a microworld is a learning environment where interesting things happen and there are important ideas to be learned. It requires a computer and a primitive vocabulary of words which are used to explore a particular problem area. Just the commands FORWARD, BACK, RIGHT TURN, and LEFT TURN are a microworld all by themselves presenting enormous possibilities and rich with all sorts of rules to be discovered. As you can well imagine, it was no easy task coming up with an idea for this project. I did, finally, and it was a math game from the branch of mathematics called topology. We had to present our idea for approval along with an appropriate vocabulary of commands; then we had to code it in Logo and document and test it. It turned out to be a monumental job but resulted in my learning a tremendous amount about programming in Logo. It was written in Terrapin Logo (for the Apple) which has more memory than TI Logo, but I hope to duplicate at least part of it in TI Logo II. Even with the increased memory of Terrapin Logo, I still had to divide the program into four files and then use other text files to supplement them. Memory is always a problem with Logo except for those lucky folks who have the opportunity to use it on a main frame!

The reading we did in the course stressed the proper use of computers in education and the reasons for using them. For instance, computers should never be used where a book, a teacher, workbooks, or real objects would do the job just as well and for less money. But computers can supplement and enlarge on subject matter if they are put to the best use. They are certainly part of our environment and students need to be taught to use them, so we might as well do it and do it right. It is a shame that in many places, Logo is taught merely as a computer language, cut-and-dried, dull as dust... teaching Logo this way is like cooking a Thanksgiving turkey, throwing away the meat, and making soup out of the bones! You've missed the best part!

And now, back to business! In the April newsletter, I presented an "Instant" form of Logo. After I wrote it, I regretted not making it simpler. This could have been done by eliminating one line from each of the first two procedures. "TO INSTANT" could omit the line: MAKE "DIST 0 and "TO LOOP" could omit the line: FD :DIST because these commands weren't necessary to the initial operation of the "Instant" program. After you've exhausted all possibilities with this version of "Instant," try adding more one- letter commands such as:

```
IF :CHTR = "B BK 10
IF :CHTR = "H HT
IF :CHTR = "S ST
IF :CHTR = "N PU
IF :CHTR = "Y PD
IF :CHTR = "7 CB 7
IF :CHTR = "8 CB 8
```

These allow you to back up the Turtle, make it invisible and visible again, make the Turtle draw a line or leave no line, and change the background color to whatever number you wish. Other commands can be added, teaching the user more of the graphic possibilities of Logo.

I'd hoped to explain recursion in this article, but it will have to keep till next month. We'll look at Sprites in future articles, too. Finally, here's the list of books I promised:

"The Second Self, Computers and the Human Spirit," by Sherry Turkle;
"Children's Minds," by Margaret Donaldson;
"The Process of Education," by Jerome Bruner;
"Experience and Education," by John Dewey;
and, of course,
"Mindstorms," by Seymour Papert.

I hope to have the privilege of hearing Seymour Papert at the Jean Piaget Society Symposium in Philadelphia this week, and at MIT at the International Logo Conference in July. More about that later!

Forward 100!

As printed by the

PHILADELPHIA-AREA USER'S GROUP

T.I.LOGO
by Aleta C. Duey

KIDS ##########

SPEECH

Child Talk

STANDARD: 1A 2TE 9A 12A

Though the program that follows is short and simple, we have found it to be very effective for introducing a very young child (as young as two years old) to computers. All the child has to do is press a key or, better yet, the joystick fire button.

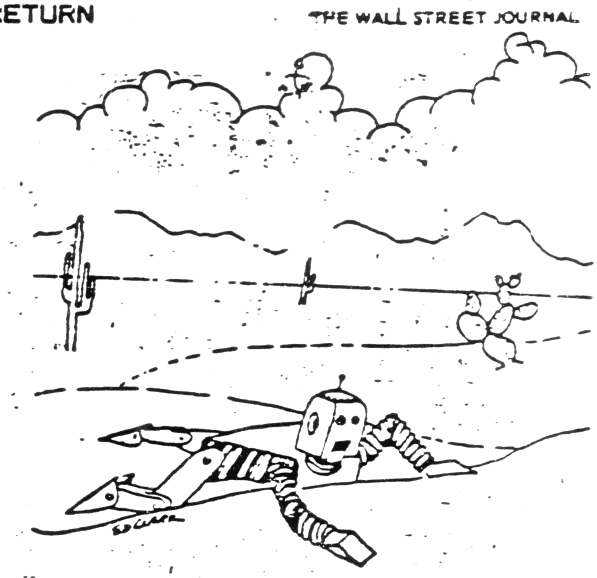
The program can be very easily modified. Of course, you will want to insert your child's name in line 120 and the names of your family members in lines 320 and 330. To add more lists, add a line at 151 for the menu, increment the ASCII verification at line 170, add a branch at line 190, add data statements at 351 (technically, anywhere can be made to work), and add a RESTORE and RETURN at the end.

To allow the child to continue for as long as desired, the program has no end, so you must press <FCTN> <4> to end the program. Also, be sure to SAVE the program as soon as it is keyed in, as a young child will likely not take long to find the <FCTN> <QUIT> keys and wipe out the memory! That and avoiding severe damage to your keyboard is why the joystick is highly preferred! As the child grows more accustomed to being around the computer, switching to the keyboard will usually become easier, or at least one would hope so. Ha!

Lines 210 to 240 will vary the pitch of the computer's voice slightly, eliminating the monotone that quickly becomes boring. See page 34 of the TE2 manual for a discussion of pitch and slope.

```
100 CALL CLEAR
110 OPEN #1:"SPEECH",OUTPUT
120 PRINT #1:"HELLO TODD"
130 PRINT "1) LOVE LIST"
140 PRINT "2) NUMBERS"
150 PRINT "3) TOOLS"
160 CALL KEY(5,CHO,S)
170 IF (S<1)+(CHO<48)+(CHO>5
1)THEN 160
180 PRINT "OK"
190 ON CHO-48 GOSUB 360,380,
400
200 FOR I=1 TO 8
210 RANDOMIZE
220 SLOPE=INT(7*RND)+39
230 PITCH=32*(SLOPE*.1)
240 PRINT #1:"//"&STR$(SLOPE
)&" "&STR$(PITCH)
250 READ A$
260 CALL KEY(1,K,S)
270 CALL KEY(2,K,ST)
280 IF (S<1)*(ST<1)THEN 260
290 PRINT #1:A$
300 NEXT I
310 GOTO 190
320 DATA DADDY LUVS U,MOMA L
UVS U,PAW PAW LUVS U,MAW MAW
 LUVS U,CHEEK OH LUVS U,ANT
JINNY LUVS U,UNKEL AL LUVS U
330 DATA BABY BEAR LUVS U
340 DATA 1,2,3,4,5,6,7,8
350 DATA PLY ERS,HAMMER,SCRE
W DRIVER,RAKE,SHOVEL,TAPE,HO
E,LEVEL
360 RESTORE 320
370 RETURN
380 RESTORE 340
390 RETURN
400 RESTORE 350
410 RETURN
```

THE WALL STREET JOURNAL



"Software! Software!"

PROGRAMMING

For you Basic programers who long for the DISPLAY AT feature of X/BASIC, here is a way to have your text seem to appear instantly on your screen. It has been around a while under the name of "INVISIBLE WRITING" but works especially well on Titles and Menus. In the program below there are two ideas presented to you.

```
100 CALL CLEAR
110 GOSUB 1000
120 PRINT TAB(8);"E Z   B A S I C": : :TAB(10);"LESSON #1"
130 PRINT : : : : : :TAB(7);"BY CHICK DE MARTI": :
140 GOSUB 1100
150 FOR DELAY=1 TO 600
160 NEXT DELAY
170 CALL CLEAR
180 GOSUB 1000
190 PRINT TAB(10);"M E N U": : : : : :"   <1> -- BORDERS"
200 PRINT :"   <2> -- CHARACTERS": :"   <3> -- REVIEW": :"   <4> -- QUIT": : : :
 : :
210 GOSUB 1100
220 CALL HCHAR(24,2,32)
230 FOR DELAY=1 TO 10
240 NEXT DELAY
250 CALL HCHAR(24,2,63)
260 CALL KEY(0,K,S)
270 IF S=0 THEN 210
280 ON K-48 GOTO 300,400,500,700
290 REM
300 PRINT : :"BORDERS": :
310 GOTO 600
400 PRINT : :"CHARACTERS": :
410 GOTO 600
500 PRINT : :"REVIEW": :
510 GOTO 600
600 INPUT "PRESS ENTER:":CH$
610 GOTO 170
620 END
700 CALL CLEAR
710 GOSUB 1000
720 PRINT TAB(12);"THE":TAB(12);"END": : : : : : : : :
730 GOSUB 1100
740 END
1000 FOR I=1 TO 9
1010 CALL COLOR(I,1,1)
1020 NEXT I
1030 RETURN
1100 FOR I=1 TO 9
1110 CALL COLOR(I,2,1)
1120 NEXT I
1130 RETURN
```

(Continues next page)

SCROLLING...is a classier way to create a Title, but is much slower. try adding these lines:

```
112 ROW=6
114 MSG$="E Z   B A S I C"
116 GOSUB 1200
118 ROW=8
120 MSG$="LESSON #1"
122 GOSUB 1200
124 ROW=16
126 MSG$="BY CHICK DE MARTI"
130 GOSUB 1200
1200 CLM=(28-LEN(MSG$))/2
1210 FOR S=1 TO LEN(MSG$)
1220 CALL HCHAR(ROW,CLM+I,ASC(MSG$,I,1)))
1230 NEXT S
1240 RETURN
```

MAXIMUM USE OF PRINTER PAPER

Does your printer eat as much paper as mine? I tried to keep track for about a week, but found it was much like counting colories, i.e. I tend to overlook a lot. I asked several of my friends about their printers, with pretty much the same results, but came to this conclusion: the average printer eats about six pages for every one it gives you. With paper costing over $1.00 per pound, I've decided to ration it, and I thought you might be interested in how I do that.

First of all, if you're using T.I. Writer the club library has a patch, which among other things, kills the automatic form feed and will save enough to pay for itself in a short time.

Trial and error formatting gives my printer the greatest opportunity to overconsume, yet this is the best way I have found to prevent ending with only one word on the last page. Also, my printers' tractor feed requires a leader which wastes about a third of a page, and what do I use the other two thirds of a page for? Since most of my printing is one page or less, I have devised the following procedure:

On the first trial print I use a full blank page as a leader and run a trial print or two. If I still need more trials I tear the paper off, and feed it back through the printer with the other side out in such a way that the first blank page is the last to come through. By the time that nice clean blank page comes through I should have all my problems worked out.

You may think double milage on your practice paper is pretty good, but don't throw it away yet, it can still be used to check things, such as spacing and boarders, even if you can't read the text. Then when it is not even usable that way, with a little Scotch tape it can be used as a leader for the next page of new paper.

Using these methods has brought my printers' consumption of paper down to about two pages for each one I get.

G.A.H.

MARKETPLACE

DSDD DISKS	1.00
TEAC 55B DISK DRIVES	100.00
MG ADVANCED DIAGNOSTICS	18.50
MG EXPLORER	22.50
TI ARTIST	15.00
TI ARTIST SUPER SKETCH DSR	6.00
MYARC RS232 CARD	82.00
MYARC DD CONTROLLER CARD	155.00
MYARC 128K RAM DISK	175.00
SAMS BOOKS VARIOUS TITLES	5.00

The Marketplace is available to any User Group member, please include 6.5% tax for California residents, both in and out of state add shipping based on size.

FOR SALE....FOR SALE.....FOR SALE

Black and Silver consoles, new in sealed carton $60.00
contact Harold Azaren 818 784-2101

PROGRAM DEMONSTRATION

Anyone who has obtained the spreadsheet program, HOMEPLAN-2, from tje Library and would like a one hour demonstration of same, please call Bob Delpit, evenings 6 to 8 PM for scheduling. The number is 213 532-5366

NEWS ADDS LA99 LIBRARY SEPT. 9/1/85

S/N	NAME	T	C	SEC	DON	CYAR	REMARKS	P
0093	BEETHOVEN'S 5TH	E	N	2	SMJ	CYA7	XBASIC,COLOR,GRAPHICS-MUSIC PLAYED WITH BEETHOVER'S PICTURE-PGM SAM MOORE JR.	M
0140	VERBOSE	B	P	14	KM	Y 5	BASIC-TEXT-WORLD BUILDER,JOIN TWO WORDS,STORE NEW WORDS,MUST OWN 99 MAG.1.6	E
0302	BOOMERANG	X	N	9	KM	Y 5	BASIC,XBAS,-TEXT,GRAPHICS,COMPUTER GUESS YOUR NUMBER 1-100 IN THREE TRIES	G
0356	CATALOG	B	N	12	KM	YA8	BASIC,-TEXT,TI DISK MANAGER CATALOG SECTION PROGRAM ON DISK	U
0365	T SLOT #1	B	N	36	KM	YA6	BASIC,SPEECH EDITOR,COLOR,GRAPHICS-BET PAYROLL,COMPUTER ROLLS SLOT MACHINE	G
0433	SOUNDS	X	N	8	CS6	CYA5	BASIC,XBAS,CHIMES,SIREN,BEE,ENGINE.BEE,ETC	U
0481	RULE OF 78	X	P	24	RM	A5	BASIC,XBAS-FIGURE INSTALLMENT PAYMENT USEING RULE 78,MUST OWN 99 MAG.1.5.1	B
0530	GRAPHICS DEMO 2	E	N	10	BF	YA6	XBAS,COLOR,GRAPHICS-ENTER HEX CODE SCREEN SHOWS A 4X4 OUTPUT	U
0572	JAWS #2	E	P	16	AT	CY 5	XBAS,COLOR,GRAPHIC,KEYBOARD-GUIDE SHARK TO EAT FISH-MUST OWN 99 MAG.2.1.1XB	G
0911	DIAL A NUMBER	E	N	6	GS	YA5	XB,LISTS ALL POSSIBLE LETTERS COMBINATION FROM A 7 DIGET PHONE NUMBER,PRINTER	U
0159	BOOGIE DOGIE	E	N	34	SMJ	CYA7	XBASIC,COLOR,GRAPHICS-BOOGIE MUSIC WITH STILL GRAPHIC-PGM SAM MOORE JR.	M
0160	YESTERDAY	E	N	39	SMJ	CYA8	XBASIC,COLOIOR,GRAPHICS-MUSIC WITH SING ALONG WORDS,CUTE GRAPHIC-SAM MOORE JR	M
0080	BIG CAT BOGIE	E	N	19	SMJ	CYA7	XBASIC,COLOR,GRAPHIC-PLAYS MUSIC WHILE LYON WAGS TAIL,PGM SAM MOORE JR.	M
0086	DOG GONE BOGIE2	E	N	38	SMJ	CYA8	XBASIC,COLOR,GRAPHIC-SAME AS 0228 WITH GRAPHIC-PGM BY SAM MOORE JR.	M
0095	GRAY MOUSE ROCK	E	N	18	SMJ	CYA6	XBASIC,GRAPHICS-PLAYS BOOGIE MUSIC AS MICE WAGS TAILS-PGM BY SAM MOORE JR.	M
0096	KANGAROO WALTZ	E	N	16	SMJ	CYA8	XBAS,COLOR,GRAPHIC-PLAYS MUSIC AS KANGAROOS JUMP ACROSS SCREEN-SAM MOORE JR.	M
0101	MAPLE LEAF RAG	E	N	44	SMJ	CYA7	XBASIC,COLOR,GRAPHIC-PLAYS MUSIC AS GILRS PLAYS PIANO-PGM BY SAM MOORE JR.	M
0104	SNOW SCENE	E	N	11	SMJ	CYA6	XBASIC,GRAPHICS-PLAYS MUSIC AS SNOW FALLS-PSM BY SAM MOORE JR.	M
0107	SUNDAY DRIVE	E	N	18	SMJ	CYA8	XBASIC,COLOR,GRAPHICS-GOOD GRAPHICS AS MUSIC IS PLAYED-PGM SAM MOORE JR.	M
0113	BUMBLE BOOGIE	E	N	45	SMJ	CYA6	XBASIC-PLAYS "FLIGHT OF THE MUMBLE BEE",JAGGED UP BY SDSAM MOORE JR.	M
0133	GUITAR	E	N	20	SMJ	CYA6	XBASIC-PLAYS MUSIC AS GUITARS ARE PLAYED-PGM BY SAM MOORE JR.	M
0134	MORNING	E	N	40	SMJ	CYA7	XBASIC,COLOR,GRAPHICS-GOOD GRAPHICS AS MUSIC IS PLAYED-PGM SAM MOORE JR.	M
0135	NOCTURNE	E	N	41	SMJ	CYA7	XBASIC,COLOR,GRAPHICS-MUSIC IS PLAYED AS NIGHT PASSES-PGM SAM MOORE JR.	M
0137	OPUS-L3	E	N	41	SMJ	CYA7	XBASIC,GRAPHICS-MUSIS PLAYS WITH A STILL GRAPHIC-PGM SAM MOORE JR.	M
0138	OZ MEDLEY	E	N	42	SMJ	CYA7	XBASIC,COLOR,GRAPHICS-3 SONGS FROM "OZ" WITH GRAPHICS-PGM SAM MOORE JR.	M
0139	RONDO	E	N	41	SMJ	CYA8	XBASIC,COLOR,GRAPHICS-MOZARK MUSIC WITH GRAPHICS-PGM SAM MOORE JR.	M
0151	SEA BOTTOM	E	N	23	SMJ	CYA8	XBASIC,COLOR,GRAPHICS-SEA BOTTOM SONATA WITH FISHES ETC. PGM SAM MOORE JR.	M
0152	SENORITA	E	N	24	SMJ	CYA8	XBASIC,COLOR,GRAPHICS-"THE MELANCHOLY SENORITA WITH TEARS-PGM SAM MOORE JR.	M
0154	VENUS BOATSONG	E	N	26	SMJ	CYA8	XBASIC,COLOR,GRAPHICS-MENDELSSOHM MUSIC WITH MEN ROLLING BOATS-SAM MOORE JR.	M
0155	BERCEUSE	E	N	35	SMJ	CYA7	XBASIC,COLOR,GRAPHICS-MUSIC IS PLAYED AS SNOWFLACKES FALLS-PGM SAM MOORE JR.	M
0156	CHURCH	E	N	22	SMJ	CYA8	XBASIC,COLOR,GRAPHIC,FILES-"AMAZING GRACE" WITH CHANGING CHURCH-SAM MOORE JR.	M
0157	KILLING ME	E	N	29	SMJ	CYA7	XBASIC,COLOR,GRAPHICS-MUSIC WITH SING ALONG WORDS-PGM SAM MOORE JR.	M
0158	WITH LOVE	E	N	27	SMJ	CYA7	XBASIC,COLOR,GRAPHICS-MUSIC PLAYS WITH STILL PICTURE OF FLOWERS-SAM MOORE JR.	M
0223	LOVE SPLENDOR	E	N	38	SMJ	CYA8	XBAC,COLOR,GRAPHICS-LOVE IS A SPLENDOR THING WITH LARGE SING ALONG WORDS-SMJ	M
0244	YOU LIGHT	E	N	26	SMJ	CYA8	XBASIC,COLOR,GRAPHICS,FILE-"YOU LIGHT UP MY LIFE" WITH GRAPHIC-SAM MOORE JR.	M
0212	ALBUM LEAF	E	N	44	SMJ	CYA7	XBASIC,COLOR,GRAPHIC-MUSIC BY KERCHNER WITH GOOD GRAPHIC-PGM BY SAM MOORE JR.	M
0213	BUGLE BOOGIE	E	N	31	SMJ	CYA8	XBASIC,COLOR,GRAPHICS-MUSIC BY SPIVAK WITH GRAPHICS-PGM BY SAM MOORE JR.	M
0214	SONATA C MAJOR	E	N	43	SMJ	CYA7	XBASIC,GRAPHICS-MUSIC BY MOZACK WITH GRAPHICS-PGM BY SAM MOORE JR.	M
0215	FOREST ROSE	E	N	33	SMJ	CYA7	XBASIC,COLOR,GRAPGICS-MUSIC BY DESTIN WITH GRAPGICS-PGM BY SAM MOORE JR.	M
0216	IN THE MILL	E	N	38	SMJ	CYA7	XBASIC,COLOR,GRAPHICS-MUSIC BY GILLET WITH GRAPHIC-PGM BY SAM MOORE JR.	M
0217	MASH 4077	E	N	40	SMJ	CYA7	XBASIC,COLOR.GRAPHICS-MUSIC FROM M*A*S*H WITH GRAPHICS--PGM SAM MOORE JR.	M
0218	OPUS DE SILENCI	E	N	14	SMJ	CYA7	XBASIC,COLOR,GRAPHICS-MUYUSIC WITH GRAPHIC-PGM BY SAM MOORE JR.	M
0219	WITCHES DANCE	E	N	42	SMJ	CYA7	XBASIC,COLOR,GRAPHICS-MUSIC BY MacDOWELL WITH GRAPHICS-PGM SAM MOORE JR.	M
0220	MOONLIGHT	E	N	49	SMJ	CYA8	XBASIC,COLOR,GRAPHICS,CALL FILES(1)-BEETHOVEN MUSIC WITH GRAPHIC-SAM MOORE JR	M
1056	MUSIC DISK #9	E	N	143	arC	CYA5	$5.00,XBASIC,COLOR-SIX MUSICAL SONG WRITTEN BY "MR.C"	S
2013	DOUBLE/SIDEWAYS	E	P		TF	YA8	$4.00,TOM FREEMAN,XBASIC,2 PROGRAMS,PRINTS MATERIAL DOUBLE COLUMN OR SIDEWAYS	F

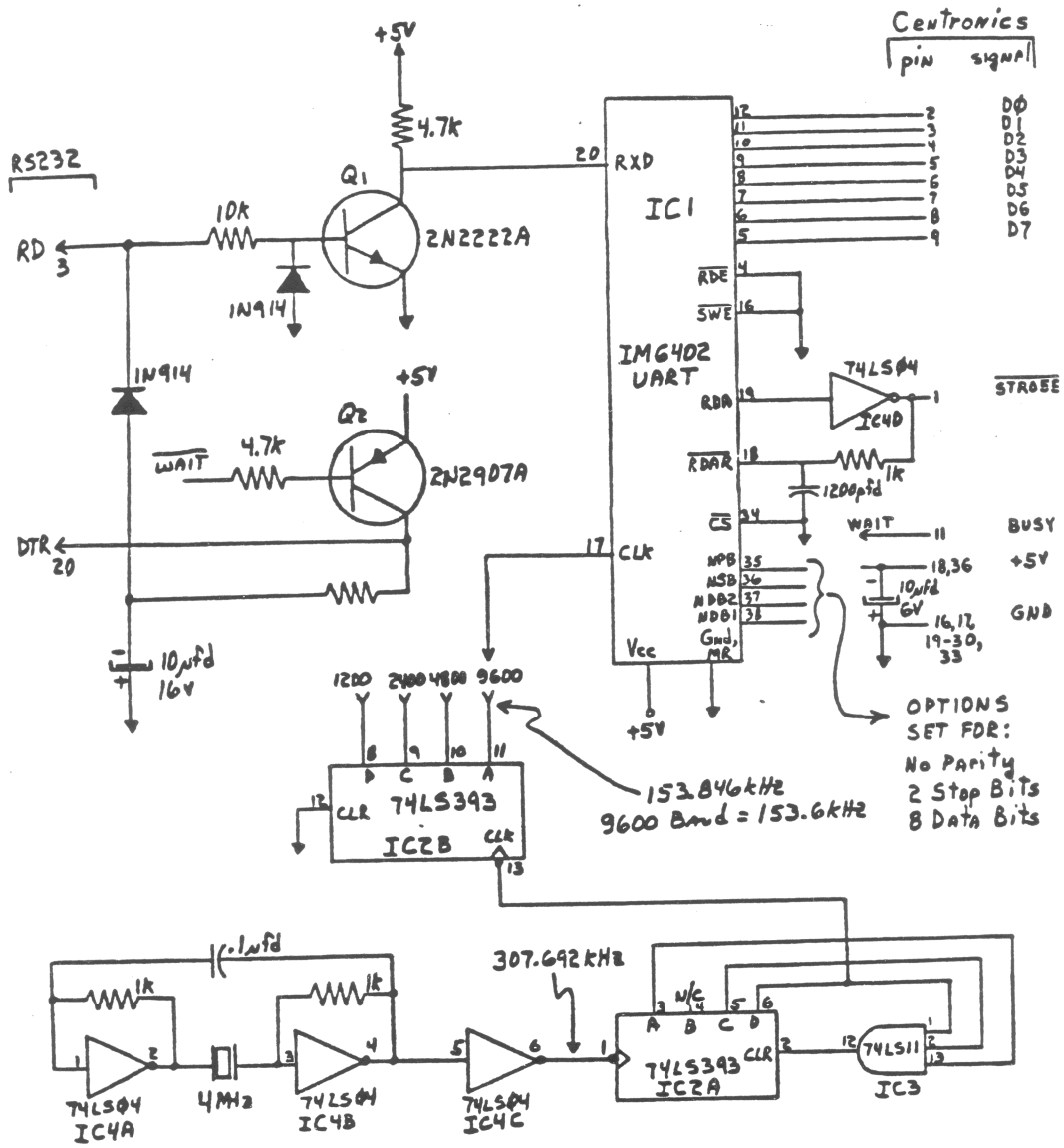
FREEWARE DISKS

9/1/8

NAME OF PURCHASER WILL BE AVIALBLE TO AUTHOR

S/N	NAME	T	C	SEC	DON	CYAR	REMARKS
2007	DM 1000	B	P	230	SF	YA6	$2.00,BRUCE CARSON-TEXT,DISK MANGER ON A DISK INSTEAD OF A MODULE
2013	DOUBLE/SIDEWAYS	E	P		TF	YA8	$4.00,TOM FREEMAN,XBASIC,2 PROGRAMS,PRINTS MATERIAL DOUBLE COLUMN OR SIDEWAYS
2003	EASY SPRITE	E	P	89	TF	YA7	$2.00,TOM FREEMAN,XB-CREAT GRAPHICS SPRITES,FAST EASY CURSOR CONTROL,SAVE
2004	FAST FORTH	E	P	350	RR	YA8	$2.00,TIM CURRAN,XB,A FORTH UTILITY EMULATOR DISK,40 COLUMN,REPEAT,KCR CORP.
2010	FAST TERM	E	P	251	PC	A8	$2.00,PAUL CHARLTON-A VERY FAST TERMINAL EMULATOR NEED NO CARTRIDGE
2008	HOMEPLAN #2	E	P	176	BD	YA7	$2.00,BOB DELPIT,XB,M/E,PRINTER-TEXT,INPROVED SPREADSHEET OF HOMEPLAN #1
2006	MASS COPY	E	N	165	SL	YA8	$2.00,STEVE LAWLESS,32K MEM.1 TO 3 DRIVES,INSTRUCTION ON DISK,FAST WITH 128K
2012	MASTER CATALOG	A	P	315	MMC	YA7	$2.00,MAC McCORMICK,E/A-A SUPER FAST DISK CATALOG,HANDLES UP TO 2000 FILES.
2001	NEATLIST	E	N	360	DM	YA7	$2.00,DANNY MICHAEL,XB-LIST STATEMENT LINES TO PRINTER OR DISK,4 EASY READING
2011	PILOT		P	696	TW	YA8	$4.00,THOMAS WEITHOFER-AN ENTIRE LANGUAGE FOR THE TI,SIMPLE,PROGRAMING,2 DISK
2014	PRINTOUT	E	P	89	ST	YA	$2.00,STEVE MEHR,XB,PRINTS "DISPLAY VARIABLE 80" FILES TO AN EPSON OR GEMINI
2002	SCREEN DUMP	E	N	332	DM	YA8	$2.00,DANNY MICHAEL,A/E-DUMP TEXT/GRAPHIC,DOUBLE OR SINGLE SIZE,VERT.OR HORZ.
2005	SPRITE BUILDER	E	P	659	JET	YA9	$4.00,JOHN TAYLOR,J.E.T.,XBASIC,TWO DISKS,1-124 SPRITES,2-BUILDER FORMAT
2009	TK WRITER	E	P		TK	A8	$2.00,TOM KNIGHT-LOADS TI WRITER FROM XB OR E/A,NO CARTRIDGE NEEDED

Here is a nifty project for the experimenter. Do you have a lot of software that is configured for RS232 yet you have a parallel printer? Well, this little gizmo will output on the serial port making the computer think it is talking to the RS232 and then on this external circuit all the data is converted to parallel for the parallel printer requirements. This circuit produces a CENTRONICS compatible interface. Good Luck.



TIPS FOR THE TI-WRITER[er's]

by Gary Fuquay

A couple of month's ago I wrote an article on printer control thru the TI-WRITER. I did not include it in the newsletter because it would not print thru the formatter due to the control codes in it. Instead I put it in the club library in a file called XLIT/DOC.

Some of you do not like to use TI-WRITER because of the windowing feature, and the line numbers, and having to type in format commands for each letter. I'm here to tell you, there's an easier way! To eliminate the scrolling window, go to the Command mode and use the TAB command. Set your right hand margin to 38. Now go to the Edit mode and use FCTN 0 to turn off the line numbers. There! Now you will be able to see everthing you type without that bothersome scrolling window.

Now, on to the format commands. This pesky little problem is really very simple to eliminate. You can make a 'header file' of format commands that you often use and save them to disk in a file named 'format', or, whatever you wish. For example, and I am going to use a colon instead of the period in this example, for obvious reasons.

```
:FI
:LM 6;RM 72
:IN +32
John Doe
120 Roundtree Rd.
Ft. Worth, Tx. 70000

June 19, 1985
```

Thanks to the
NORTHEAST TARRANT
USER'S GROUP

```
:IN +0
Dear Sirs,
:IN +5
:IN +32
Regards,[or any closing]
John Doe
```

Now, save this to disk, and when you get ready to write a letter, just load it into the editor. Go to the line with :IN +0, enter Insert mode, type in the name and address of the person[s] you are sending it to. Go to the line with :IN +32, enter Insert mode and type in the body of your letter. This may seem a little complicated at first, but it's really very easy to use.

If you have any questions, please write them down and send them to me, I will try to answer them in the next edition.

Happy TI-WRITING!

LITTLE BITS

By Gary Guibor, Miami 99ers
16 BIT POWER

IN AN ISSUE OF MICROCOMPUTING, WALTER KOETKER SUGGESTED THE FOLLOWING:

```
10 FOR C=1 TO 100
20 IF SQR(C)<>INT(SQR(C)) THEN 40
30 PRINT C
40 NEXT C
```

THE 99/4A PRODUCES 10 PERFECT SQUARES WHILE TRS-80 MODEL II, APPLE, AND PET COMPUTERS FOUND ONLY 6! MICROSOFT BASIC (IN MOST CP/Ms) DISCOVERED 9. OTHER THAN THE TI, ONLY BASIC-PLUS ON A $100,000 MINI FOUND ALL 10!

****

Below is a Extended Basic program that will keep your disk drives running until you push FCTN 4 (clear). Many disk drive cleaning kits require the drive to run for 30 seconds. Use this program and stop when the clean time has been reached.

```
10 CALL CLEAR
20 CALL SCREEN(13)::FOR C=1 TO 12::CALL COLOR(C,16,13)::NEXT C
30 DISPLAY AT(12,10):"CLEANING....":::DISPLAY AT(23,2):"(Hold FCTN
CLEAR to Stop)"
40 ON ERROR 60
50 GOSUB 70
60 GOTO 40
70 RUN "DSK1.B"
80 RETURN
```

Reprinted from June/July 1985 newsletter of the Wiregrass 99/4A Users Group.

(from MID ILLINOIS's MICRO)

****

Here's a little program for the kiddies.....

This program lists the use of two sprites. The sprites are horses with wings, each sprite with the wings, head, and feet in a slightly different position, The sprites are shown at magnification 4 for about 20 seconds, then changes to magnification 3. When the sprites alternate while the program is running; the horse gives the impression of flying. (Taken from the A9CUG CALL NEWSLETTER)

```
100 CALL CLEAR
110 CALL CHAR(96,"0000041B053B01314F8F8F1C3028241000000088B86C62E0E0E0F824
    24488000")
120 CALL CHAR(100,"03000C020D0321514F8F0F3C5060A0100080408BBC6864E0E0E0F82
    412090400")
130 CALL MAGNIFY(4):: CALL SPRITE(#1,96,2,90,90,#2,100,2,90,90)
140 CALL MOTION(#1,-1,18,#2,-1,18)
150 FOR FLY=1 TO 40 :: FOR A=1 TO 2
160 CALL COLOR(#A,1):: CALL COLOR(#(3-A),2)
170 FOR X=1 TO 90 :: NEXT X :: NEXT A :: NEXT FLY
180 CALL MAGNIFY(3):: GOTO 150
```

Thanks
SAVANNA 99ers

We are indebted to the LEHIGH 99'ER COMMPUTER GROUP (Allentown, Penna. - my old hometown) for the following "why didn't I think of this" program. It was authored by their Robert Wenger. Unfortunately it was printed on Goldenrod stock, which does not reproduce readily, so I've retyped it. - Mark

that reminds me —

What would you think of a program that you never RUN; a program made up of nothing but REM statements?

Useless, right?

Wrong!! I find it to be one of my most-used programs. I call it "Reminder Calendar".

BASIC programs are ENTERed as a line number and a statement or statements. No matter what order the line is ENTERed, BASIC always sorts them into line number order.

Suppose I wanted to remember the following information:

Wife's birthday is August 15
Anniversary is November 3
Doctor's appointment on February 18 at 11 AM
Dinner at Smyths on March 22 at 7:00 PM: bring booze

I would enter these items in the following way:

```
815 REM wife's birthday
1103 REM anniversary
(NOTE! The day is ALWAYS TWO DIGITS!)
218 REM 11:00 AM doctor appt.
322 REM 7:00 PM dinner @Smitty's; bring Ripple
```

In order to see the entire calendar,type LIST and the calendar will scroll up in date order. If you wish to see reminders for February, type LIST 201-228 (200-300 is OK, too). If you only want to see the next appointment, then type LIST (today's date) and the next appointment will appear. For example, typing LIST 225 might produce:

```
322 REM 7:00 PM dinner @Smitty's; bring  Ripple
```

Obviously, I've got nearly a month to get the bottle.

In order to ENTER more than one item for a single date, bring the date up with EDIT, then either insert the new information anywhere after the REM or add it to the end of the line. The limit is 255 characters per date (line number), so abbbreviate whenever possible. Be sure to insert a marker (colon, slash, etc) to separate the items.

You may point to the lines out of range of the days of the month. No month has 40 days, so 340 should be acceptable. LISTing 300-400 for the month of March would then show those items that spilled into the extension.

There you have it...a useful program you'll NEVER RUN!!

**** CLUB OFFICERS **** SEE YOU AT THE MEETING ****

President..	Terri Masters	271-6930
Vice Pres..	George Steffen	329-3527
Treasurer..	Gail Fair	326-6660
Secretary..	Ruth Lark	604-0787
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	Penelope Rose	433-3058
	Barbara Voorhees	324-6388
Editor Assistants:		
	George Hutton	541-5359
	Margaret Hutton	541-5359

'85

* SEPTEMBER *

Su	Mo	Tu	We	Th	Fr	Sa
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	~~18~~	19	20	21
22	23	24	25	26	27	28
29	30					

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RENEW YOUR MEMBERSHIP

CLUB MEETINGS

Los Angeles 99er Computer Group: Fourth Wednesday of each month, 7:15 PM, at Torrance Library, 3031 Torrance Blvd.,Torrance

Pomona Valley 99ers Computer Group: Second Tuesday of each month, 7:00 PM at Cable Airport Cafe, 13 & Benson, Upland. Call Joy Warner 982-9971 nights.

San Fernando Valley 99er Computer Group: Second Tuesday each month 7:30 PM in Doctors Conference Room, Sherman Oaks Community Hospital 4929 Van Nuys Blvd.,Sherman Oaks.

San Gabriel Valley 99/4 Users Group: First Wednesday of each month at West Covina Public Library, 1601 W. Covina Parkway, West Covina

Users Group of Orange County: Third Thursday of each month, 7:00 PM at Westminster Community Service Center (1 block E. of Beach Blvd) Jackson and Westminster, Westminster, Ca

An astrisk after your name on the mailing list indicates that your membership has expired and this is the last issue of the newsletter that you will receive. To insure that you remain on the mailing list you may mail in your membership renewal fee. If you have any questions, contact your club treasurer or any other officer.

Board Meetings for the LA 99ers is held on the 1st Tuesday of each month at MERIT SAVINGS at 18501 Western Ave. Gardena The meeting starts at 7:15. *** EVERYONE IS INVITED ***

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FIRST CLASS

LA 99ers Computer Group
P.O. Box 3547
Gardena, CA 90247-7247

John Behnke
5755 W. Grace
Chicago IL 60634
September 13, 1985

Ray Kazmer
13225 Azores Ave.
Sylmar, California 91342

Dear Ray,

Thanks for the additional programs. They are all very good and will be placed in our library. I was wondering if your group would like to exchange library lists so we could both expand our libraries. I would include some programs now but I just used up the last of my disk mailers yesterday. As soon as our revised list is out, I will send you a copy.

You know, there is a short story behind FORESTFIRE. About a year ago, I was not a member of a users group, had no modem, and there was only one onther person that I knew who had a TI. I wrote programs for myself and saw no need to put my name on it. FORESTFIRE was one of those games. You may have also seens programs such as: BOXING, BREAKOUT, MISSILE COMMAND, ICE-HOCKEY, SKY RESCUE, BOWLING, SPIDERBOP and more. I wrote all these but neglected to put my name on them. Your modification to my program was very good. I was going to put it into assembly but did not have the time.

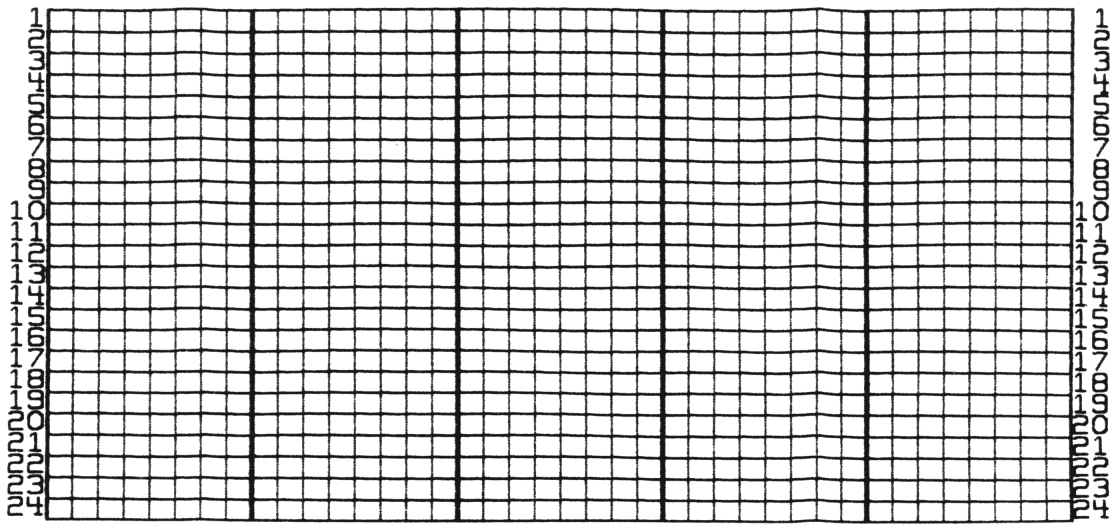
About the TOD games. I know how to make that moification but I did not because I feel that game gets more fun as you descend into the dungeon and if you scattered the treasures around, people may not have to explore the entire dungeon. If you want an easier game, you should select less floors. Asgard Software has released my Tunnels Of Doom Adventure Editor and I did not include that option either. It can be done by changing the sector that has the QUEST names on it. After each name is some info about how long the item will last and the floor it will be on. You will have to play with the numbers to get the correct one.

On to other things. I have just completed a modification the the TE3 program that changes it to an IBM3101 Emulator. You can now call up an IBM Mainframe fullscreen 80 column editor. I use it for school. I have also completed "SCRIPT" for the SG-10 printer, an XB Screen dump that dumps in 3 magifications and 3 densitys, a high resolution VAR/80 text picture printer and an X-Basic assembly program that scrolls any protion of the screen either left or right, up or down. If you would like any of these, let me know and I'll send them to you. I would do it now but I lack a mailer. I really wanted to get this letter to you without a long wait.

Thanks

John Behnke

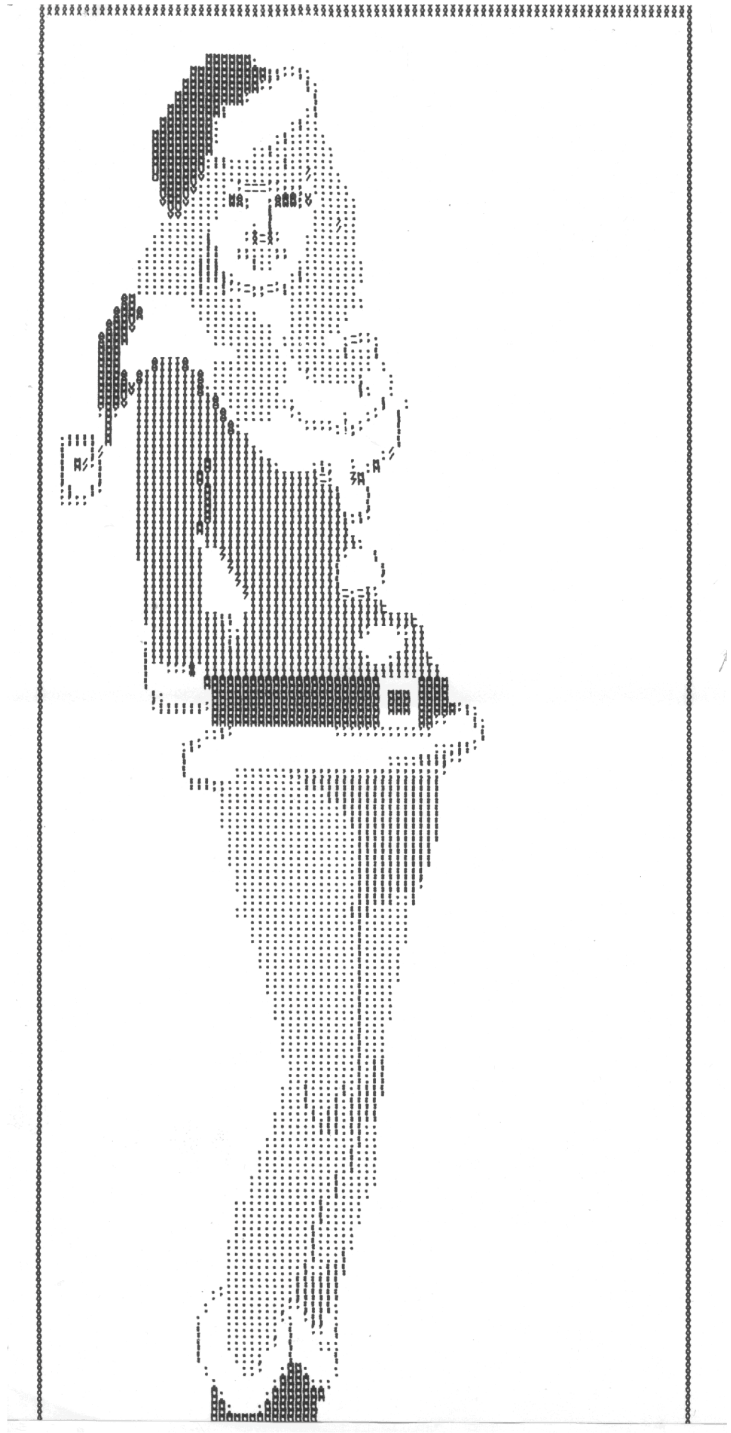
TI-99/4A Text Mode Screen



Comment _____

1

```
100 !40 Column Screen Paper
110 !Reqiures X-Basic and an
120 !Epson compatable Printer
130 !By John Behnke
140 CALL CLEAR
150 INPUT "NUMBER OF SHEETS? ":NS
160 CALL CLEAR
170 CR$=CHR$(13)&CHR$(10)
180 A$=CHR$(255)&RPT$(CHR$(128),15)
190 LINE1$=CHR$(255)&CHR$(255)&RPT$(CHR$(128),14)&RPT$(A$,6)&CHR$(255)&RPT$(CHR$
(128),14)&CHR$(255)
200 END1$=LINE1$&CHR$(255)
210 B$=RPT$(CHR$(128),128)
220 OPEN #1:"PIO.CR"
230 PRINT #1:CHR$(27);"E"
240 PRINT #1:CHR$(27);"3";CHR$(16)
250 FOR K=1 TO NS
260 PRINT #1:CR$;CR$;RPT$(" ",27);"TI-99/4A Text Mode Screen"&CR$&CR$&CR$
270 FOR J=1 TO 3 :: FOR I=1 TO 24
280 W$=RPT$(" ",2-LEN(STR$(I)))&STR$(I)
290 PRINT #1:"            ";W$;CHR$(27);"L";CHR$(129);CHR$(2);LINE1$;LINE1$;LINE1
$;LINE1$;END1$;W$;CR$
300 NEXT I
310 PRINT #1:"              ";CHR$(27);"L";CHR$(129);CHR$(2);B$;B$;B$;B$;B$;CHR$(
128);CR$
320 PRINT #1:CR$;CR$;"             Comment _____
_____";CR$;CR$;CR$
330 NEXT J
340 PRINT #1:CHR$(12):: NEXT K :: CLOSE #1
350 END
```

```
100 !+++++++++++++++!
110 !    "File Art"   !
120 ! By John Behnke !
130 !Requires X-Basic!
140 !  and Epson or  !
150 ! Gemini Printer !
160 !+++++++++++++++!
170 CALL CLEAR
180 INPUT "FILE NAME: ":@$
190 OPEN #1:@$,INPUT
200 OPEN #2:"PIO.LF",VARIABLE 132
210 PRINT #2:CHR$(15);
220 PRINT #2:CHR$(27);"E";
230 PRINT #2:CHR$(27);"3";CHR$(7);
240 PRINT #2:CHR$(27);"S";CHR$(0);
250 PRINT #2:RPT$("X",86);CHR$(10)
260 PRINT #2:RPT$("X",86);CHR$(10)
270 PRINT #2:"X";TAB(86);"X";CHR$(10)
280 PRINT #2:"X";TAB(86);"X";CHR$(10)
290 IF EOF(1)THEN 350
300 LINPUT #1:M$
310 @$="X  "&M$
320 M$=@$&RPT$(" ",83-LEN(@$))&"  X"
330 PRINT #2:M$&CHR$(10);M$&CHR$(10)
340 GOTO 290
350 PRINT #2:"X";TAB(86);"X";CHR$(10)
360 PRINT #2:"X";TAB(86);"X";CHR$(10)
370 PRINT #2:RPT$("X",86);CHR$(10)
380 PRINT #2:RPT$("X",86);CHR$(10)
390 PRINT #2:CHR$(12);
400 PRINT #2:CHR$(27);"@";
410 CLOSE #1
420 CLOSE #2
430 END
```

FROM BEHNKE